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/*
    GOPIKRISHNA V
    S3 CSE A
    52
*/

#include <stdio.h>
#include <stdlib.h>

struct node
{
    int data;
    struct node *lchild;
    struct node *rchild;
};

void inorder(struct node *root)
{
    if (root == NULL)
        return;
    inorder(root -> lchild);
    printf("%d ", root -> data);
    inorder(root -> rchild);
}

void preorder(struct node *root)
{
    if (root == NULL)
        return;
    printf("%d ", root -> data);
    preorder(root -> lchild);
    preorder(root -> rchild);
}

void postorder(struct node *root)
{
    if (root == NULL)
        return;
    postorder(root -> lchild);
    postorder(root -> rchild);
    printf("%d ", root -> data);
}

struct node* new(int data)
{
    struct node* temp = (struct node*)malloc(sizeof(struct node));
    temp -> data = data;
    temp -> lchild = NULL;

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temp -> rchild = NULL;
return temp;
}

struct node* insert(struct node *node, int data)
{
    if (node == NULL){
        return new(data);
    }
    if (data < node -> data)
        node -> lchild = insert(node -> lchild, data);
    else if (data > node -> data)
        node -> rchild = insert(node -> rchild, data);
    return node;
}

void main()
{
    struct node* root = NULL;
    int run = 1,ans,data;

    while (run){
        printf("\n### MENU ###");
        printf("\n1 => Insert Element");
        printf("\n2 => Preorder Traversal");
        printf("\n3 => Inorder Traversal");
        printf("\n4 => Postorder Traversal");
        printf("\n0 => Exit");
        printf("\n>>> ");
        scanf("%d",&ans);
        printf("\n");

        switch (ans)
        {
            case 1:
                printf("Enter Element = ");
                scanf("%d",&data);
                root = insert(root, data);
                break;
            case 2:
                printf("PREORDER >>> ");
                preorder(root);
                printf("\n");
                break;
            case 3:
                printf("INORDER >>> ");
                inorder(root);
                printf("\n");

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        break;
    case 4:
        printf("POSTORDER >>> ");
        postorder(root);
        printf("\n");
        break;
    case 0:
        printf("Exiting ...\n");
        run = 0;
        break;
    default:
        printf("Invalid\n");
        break;
    }
}
}
}

```

OUTPUT

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administrator@administrator-HCL-Desktop:~/gopikrishna$ gedit bst.c
administrator@administrator-HCL-Desktop:~/gopikrishna$ gcc bst.c
administrator@administrator-HCL-Desktop:~/gopikrishna$ ./a.out

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 15

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 10

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 20

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

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>>> 1

Enter Element = 7

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 14

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 17

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 1

Enter Element = 24

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 2

```

```

Enter Element = 24

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 2

PREORDER >>> 15 10 7 14 20 17 24

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 3

INORDER >>> 7 10 14 15 17 20 24

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 4

POSTORDER >>> 7 14 10 17 24 20 15

### MENU ###
1 => Insert Element
2 => Preorder Traversal
3 => Inorder Traversal
4 => Postorder Traversal
0 => Exit
>>> 0

Exiting ...
administrator@administrator-HCL-Desktop:~/gopikrishna$

```